

In the Claims:

Please amend Claims 1, 5, 7, 9, 14, 17, 19-21, and 23. Applicant respectfully reserves the right to prosecute any originally presented claims in a continuing or future application.

1. (Currently Amended) A method for managing audio devices located at a live event during the live event, comprising:

capturing video content of the live event at a first location, wherein different areas of the video content having pixels are associated with a plurality of the audio devices located at the first location, the audio devices capturing audio in the live event;

providing the video content of the live event captured at the first location to a user at a second location during the live event wherein the user views the video content in a graphical user interface (GUI);

receiving a selection of a first ~~group of pixels~~ region of the video content, the selection made by a user during the live event using the GUI, ~~the first group of pixels within the video content;~~

selecting the audio device at the first location associated with the ~~first group of pixels~~ at least one area within the first region of the video content; and

providing live audio from the selected audio device at the first location to the user at the second location.

2-4. (Canceled)

5. (Currently Amended) The method of claim 1 wherein selecting the audio device includes:

selecting a plurality of audio devices at the first location associated with the ~~first group of pixels~~ at least one area within the first region of the video content;

comparing parameters for each audio device; and

selecting one of the plurality of audio devices.

6. (Original) The method of claim 5 wherein the parameters include signal to noise ratio.

7. (Currently Amended) The method of claim 1 wherein selecting the audio device includes:

determining that no audio device is associated with the ~~selected first group of pixels~~ at least one area within the first region of the video content; and

determining an alternative audio device to operate as the audio device associated with the selected first group of pixels at least one area within the first region of the video content, the alternative audio device configured to capture audio associated with selection of the first group of pixels the at least one area within the first region of the video content.

8. (Previously Presented) The method of claim 1 wherein providing audio includes:  
providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location associated with the video content.

9. (Currently Amended) The method of claim 1, further comprising:  
automatically selecting a second ~~group of pixels~~ region of the video content, the second ~~group of pixels~~ region of the video content including at least one second area of the video content associated with a second weight and selected as a result of detecting motion in the video content, the ~~first group of pixels~~ region of the video content including at least one area of the video content associated with a first weight, wherein providing audio includes:

providing audio from the audio device associated with the ~~group of pixels~~ region of the video content associated with the highest weight.

10-11. (Canceled)

12-13. (Canceled)

14. (Currently Amended) A computer program product for execution by a computer for managing audio devices located at a live event during the live event, the function comprising the steps of:

computer code providing for capturing video content of the live event at a first location, wherein different areas of the video content having pixels are associated with a plurality of the audio devices located at the first location, the audio devices capturing audio in the live event;

computer code for providing the video content of the live event captured at the first location to a user at a second location during the live event wherein the user views the video content in a graphical user interface (GUI);

computer code for receiving a selection of a first ~~group of pixels~~ region of the video content.

the selection made by the user during the live event using the GUI, the first group of pixels within the video content;

computer code for ~~selection of~~ selecting an audio device at the first location associated with the ~~first group of pixels at least one area within the first region of the video content;~~ and

computer code for providing live audio from the selected audio device at the first location to the user at the second location.

15-16. (Canceled)

17. (Currently Amended) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for selecting a plurality of audio devices at the first location associated with the ~~first group of pixels at least one area within the first region of the video content;~~

computer code for comparing signal-to-noise ratios for each audio device; and

computer code for selecting one of the plurality of audio devices.

18. (Previously Presented) The computer program product of claim 14 wherein computer code for selection of an audio device includes:

computer code for determining that no audio device is associated with the selected first group of pixels; and

computer code for determining an alternative audio device to operate as the audio device associated with the selected first group of pixels, the alternative audio device configured to capture audio associated with selection of the first group of pixels.

19. (Currently Amended) The computer program product of claim 14, further comprising:

computer code for automatically selecting a second ~~group of pixels region of the video content,~~ the second ~~group of pixels region of the video content including at least one second area of the video content~~ associated with a second weight and selected as a result of detecting motion in the video content, the first ~~group of pixels region of the video content including at least one second area of the video content~~ associated with a first weight, wherein providing audio includes:

providing audio from the audio device associated with the ~~group of pixels region of the video content~~ associated with the highest weight.

20. (Currently Amended) The method of claim 1 wherein selecting the audio device includes:  
automatically selecting one of the plurality of audio devices based on the first group of pixels at least one area within the first region of the video content.
21. (Currently Amended) The method of claim 20 wherein the automatically selecting one of the plurality of audio devices includes:  
selecting audio devices, wherein each of the audio devices are configured to capture audio associated with the location corresponding to the first group of pixels at least one area within the first region of the video content;  
determining the signal to noise ration for each of the audio devices; and  
selecting the audio device having the highest signal to noise ratio.
22. (Previously Presented) The computer program product of claim 14, further comprising:  
providing 2-way audio between the user and a second user, the user located at a remote location and the second user located at the first location association with the video content.
23. (Currently Amended) A method for managing audio devices located at a live event during the live event comprising:  
capturing video content of the live event at a first location, wherein different areas of the video content having pixels are associated with a plurality of audio devices located at the first location, the audio devices capturing audio in the live event;  
providing the video content of the live event captured at the first location to a user at a second location during the live event wherein the user views the video content in a graphical user interface (GUI);  
receiving a selection of a first group of pixels region of the video content, the selection made by the user during the live event using the GUI, the first group of pixels within the video content;  
selecting the audio device at the first location associated with the first group of pixels at least one area within the first region of the video content; and  
providing two-way communication between the user at the second location and the audio device at the first location.

24. (Previously Presented) The method of claim 1 wherein the audio device includes a far-field microphone and a close-talking microphone.